# **Bayesian Optimization at LCLS** Using Gaussian Processes for Automated Tuning

**Mitchell McIntire** 

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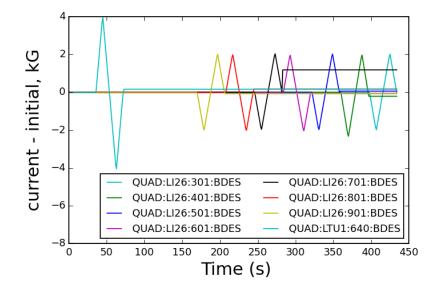




## **FEL Tuning at LCLS**

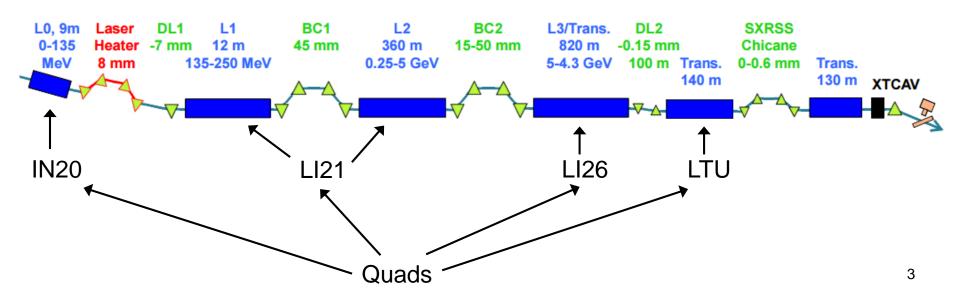
- The FEL beam is focused and tuned using quadrupole magnets located along the beam line.
- Tuning has historically been done by hand by machine operators and is very time consuming.
- Our approach: treat FEL tuning as an optimization problem.





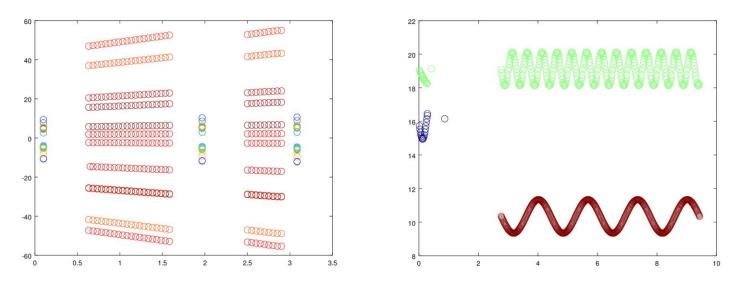
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## 2015 Tuning Data

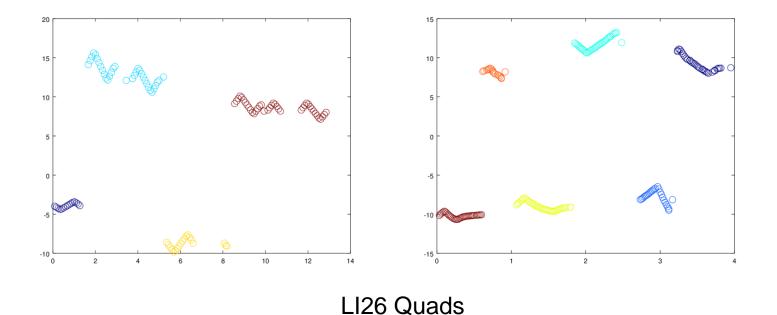
- Data mining from the 2015 quad settings allows us to collect data on tuning events.
- We filter for non-parasitic tuning events, removing e.g. events like:



LTU Quads

## 2015 Tuning Data

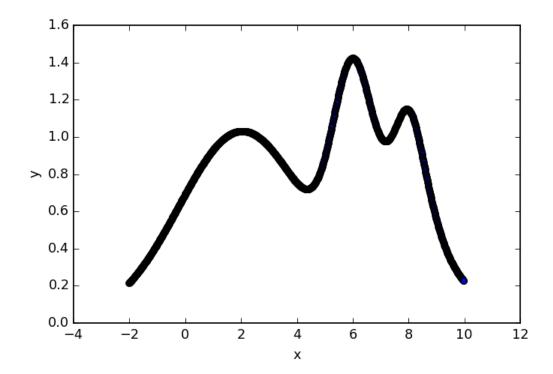
- Data mining from the 2015 quad settings allows us to collect data on tuning events.
- We filter for non-parasitic tuning events (below).
- These account for 200+ hours of machine time in 2015.



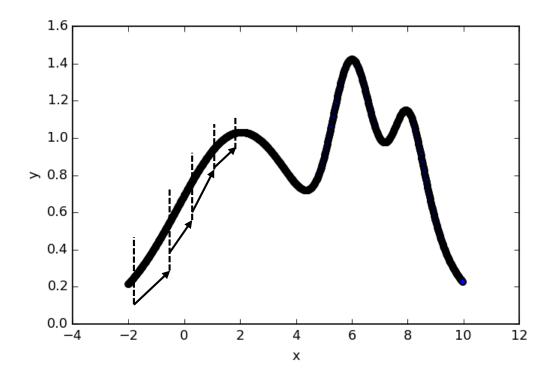
# Outline

- Optimization
- Bayesian optimization
- Gaussian processes
- Integration into LCLS
- Preliminary results

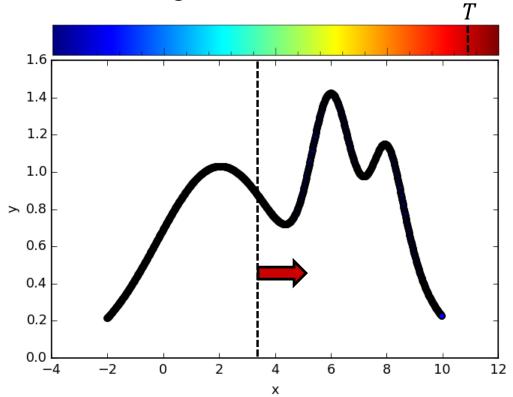
- Optimization in brief: find x that gives the best y
- Requires evaluation of the objective function



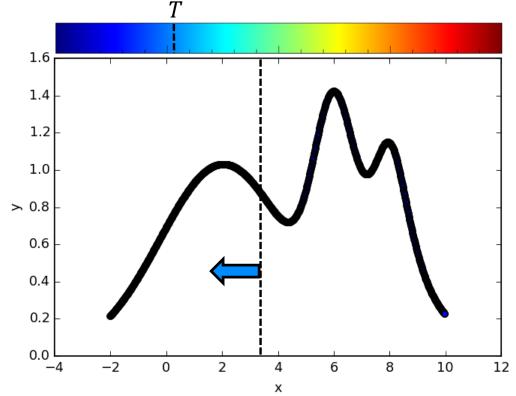
- Many types of optimization algorithms
  - Gradient methods



- Many types of optimization algorithms
  - Simulated annealing



- Many types of optimization algorithms
  - Simulated annealing



- Many types of optimization algorithms
  - Genetic algorithms



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What do we want from an optimizer?

- Speed
- Capability of handling noise
- Interpretability

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**Bayesian optimization!** 

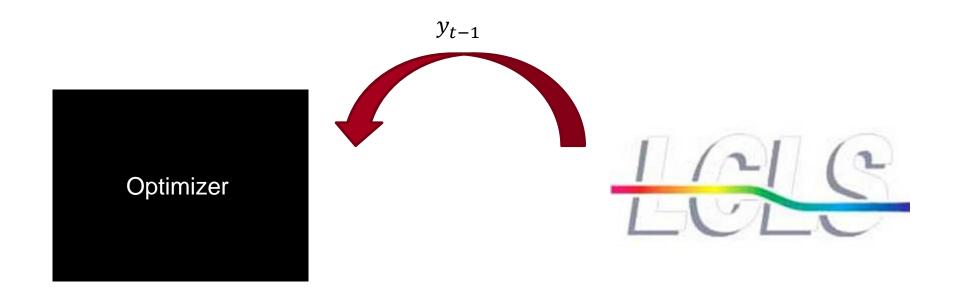
Machine's perspective:



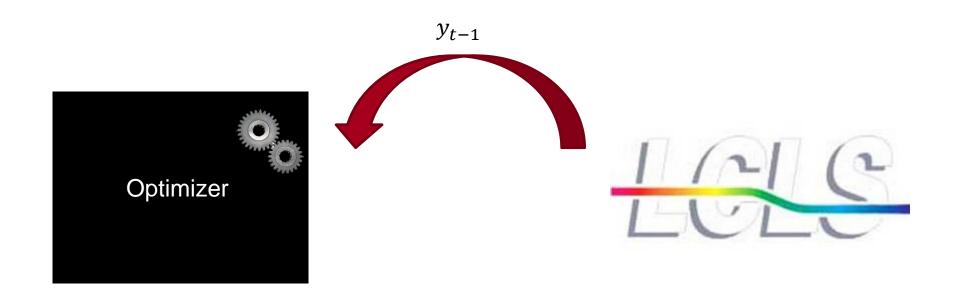


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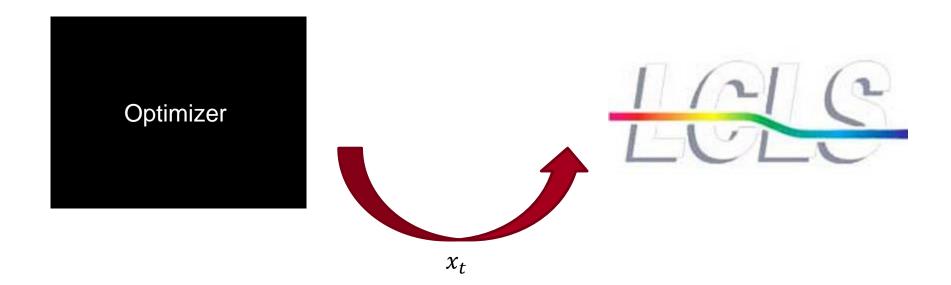
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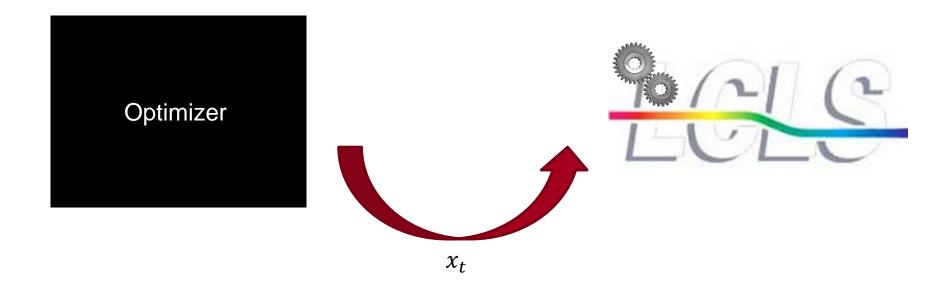
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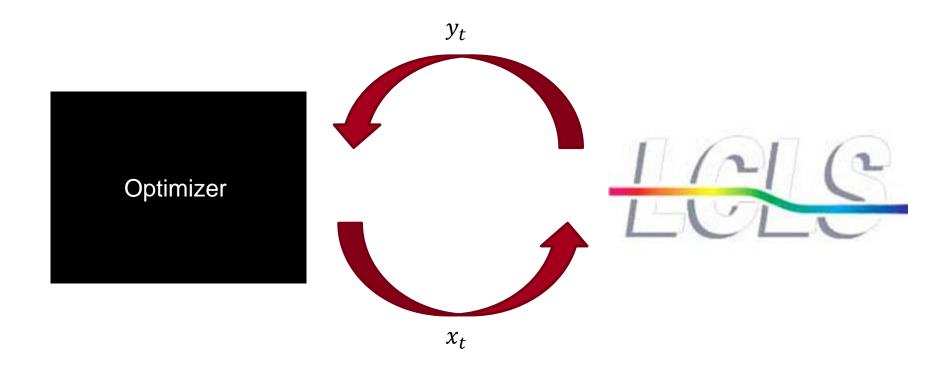


Machine's perspective:

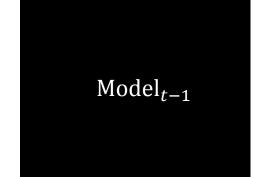


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Machine's perspective:



Optimizer's perspective:



Machine

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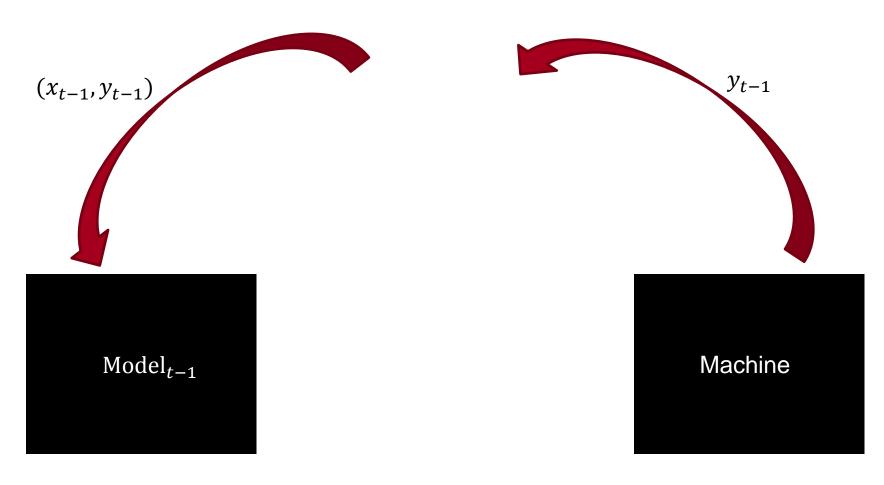
Optimizer's perspective:

 $Model_{t-1}$ 

 $y_{t-1}$ Machine

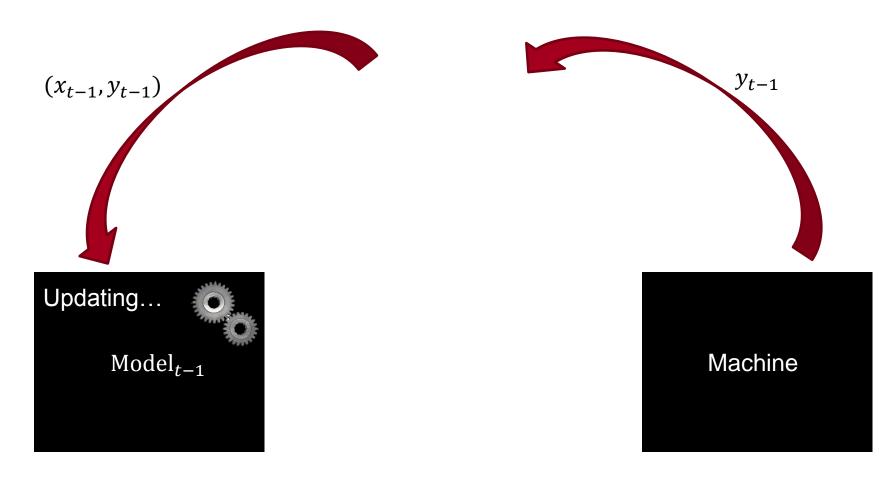
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Optimizer's perspective:

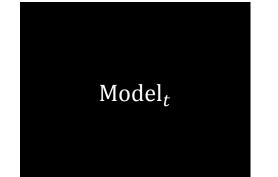


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Optimizer's perspective:

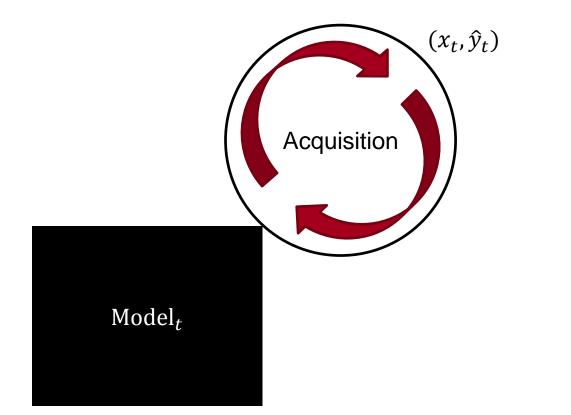


Optimizer's perspective:



Machine

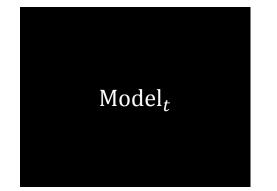
Optimizer's perspective:



Machine

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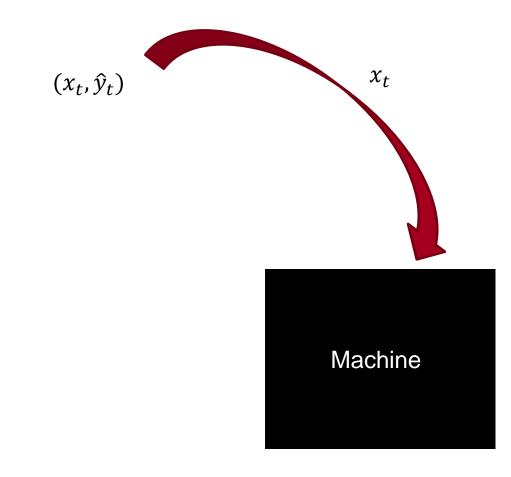
 $(x_t, \hat{y}_t)$ 



Machine

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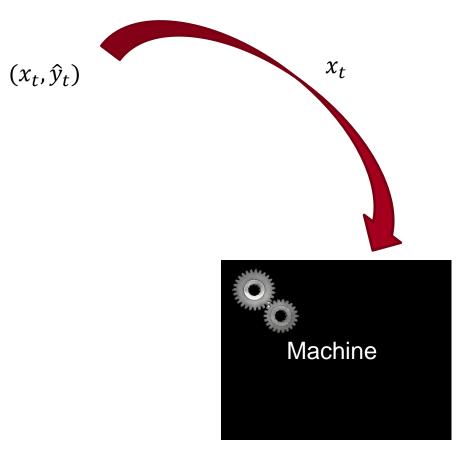
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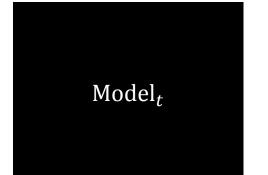


Model<sub>t</sub>

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Optimizer's perspective:

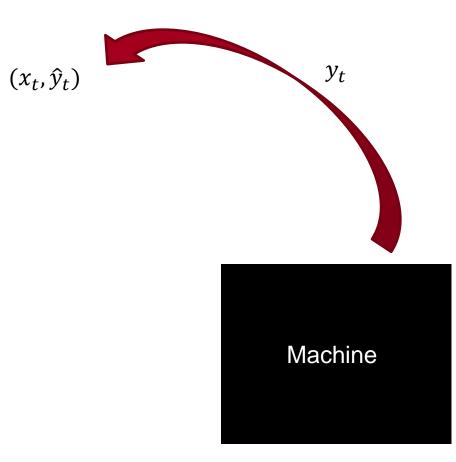




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Optimizer's perspective:

Model<sub>t</sub>



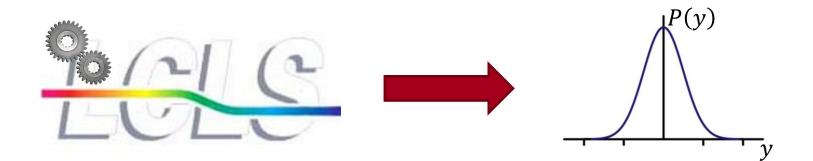
## **Bayesian optimization: Details**

The optimizer is fully defined by its:

- Model
- Acquisition function

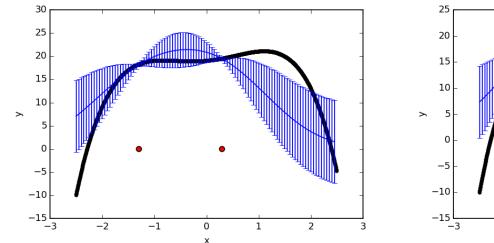
#### **Model: High-level**

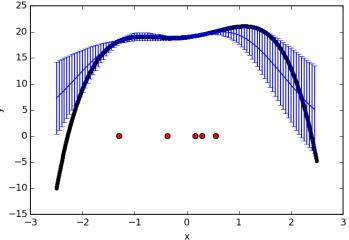
- The model should be a mapping from parameter space into probability distributions.
- For us, the model gives a probability distribution over pulse energies for each possible set of quad strengths.



- A Gaussian process (GP) is a nonparametric model that predicts a normal distribution at each point.
- The shape of the distribution is calculated by inference over training data:

$$P(y_{new}|x_{new}, X_{train}, Y_{train}) \sim \mathcal{N}(\mu(x), \sigma(x))$$





### **GP Covariance Functions**

A GP is fully defined by its:

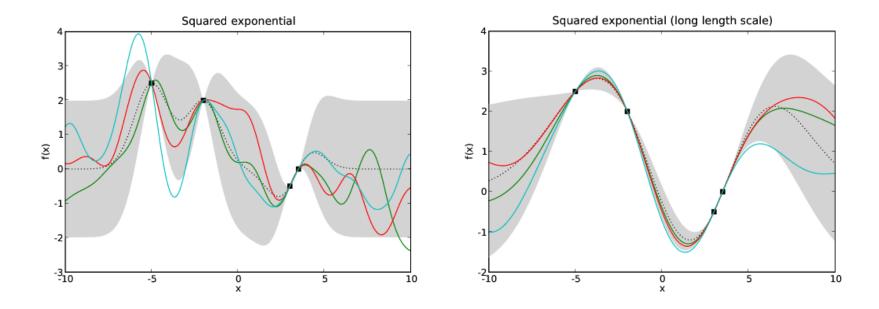
- Prior mean function
- Covariance function
- Training data

A covariance function is essentially a similarity measure between points in parameter space:  $K: \mathbb{R}^d \times \mathbb{R}^d \to \mathbb{R}$ 

#### **GP Covariance Functions**

- Covariance functions encode the type of functions we think are likely, i.e. the way the data 'should look'.
- A common choice is the squared exponential kernel:

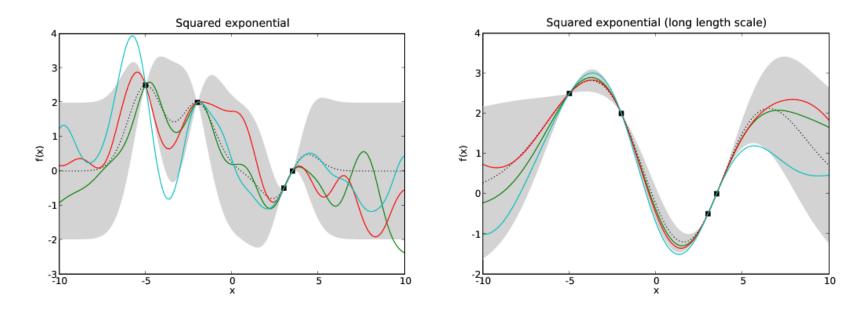
$$K(x_1, x_2) = \theta e^{-\frac{(x_1 - x_2)^{\mathsf{T}}(x_1 - x_2)}{2\ell^2}}$$



## **GP Covariance Functions**

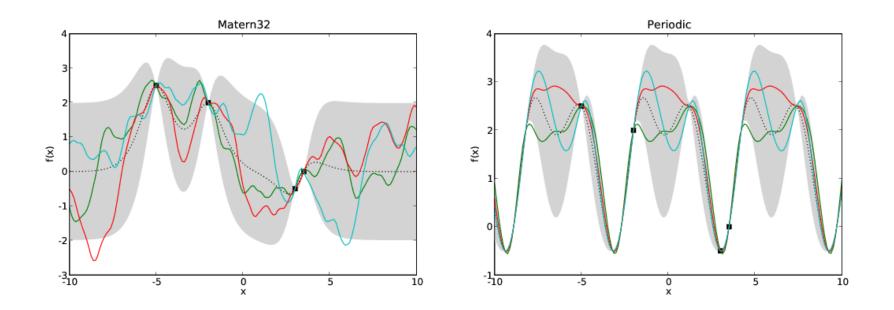
- Covariance functions encode the type of functions we think are likely, i.e. the way the data 'should look'.
- We use a slight variation:

$$K(x_1, x_2) = \theta e^{-\frac{(x_1 - x_2)^{\mathsf{T}}(x_1 - x_2)}{2\ell^2}} \longrightarrow K(x_1, x_2) = \theta e^{-(x_1 - x_2)^{\mathsf{T}} \Lambda^{-1}(x_1 - x_2)}$$



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Covariance functions can encode complex beliefs about the type of functions that are likely:



# **Acquisition function**



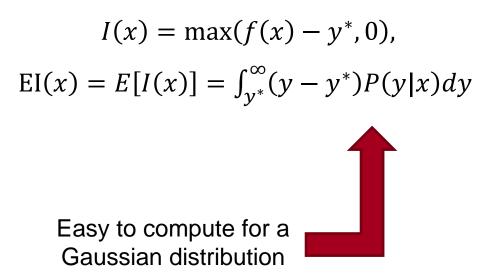
- Acquisition functions define exploration behavior.
- We use expected improvement (EI):

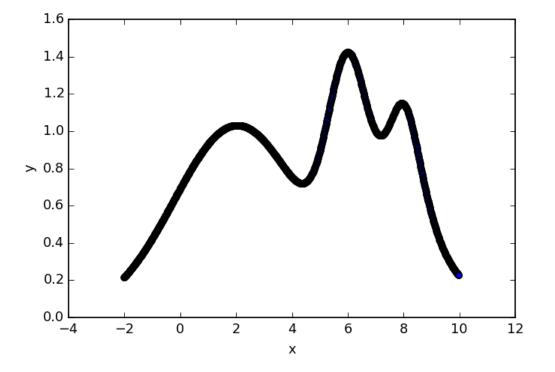
$$I(x) = \max(f(x) - y^*, 0),$$
  
EI(x) = E[I(x)] =  $\int_{y^*}^{\infty} (y - y^*) P(y|x) dy$ 

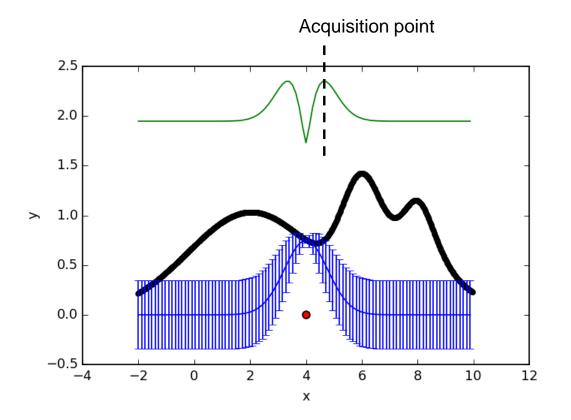
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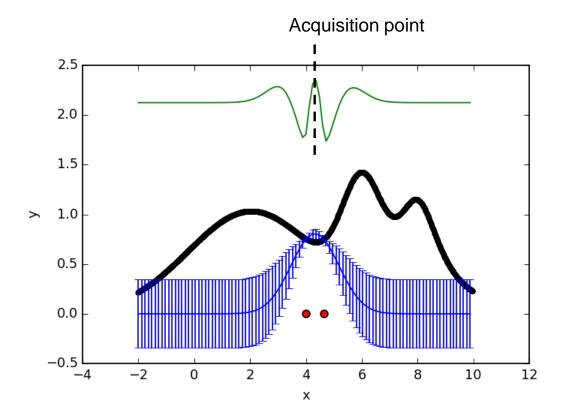


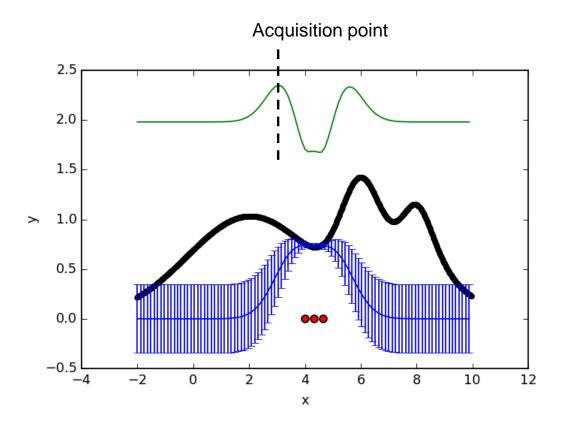
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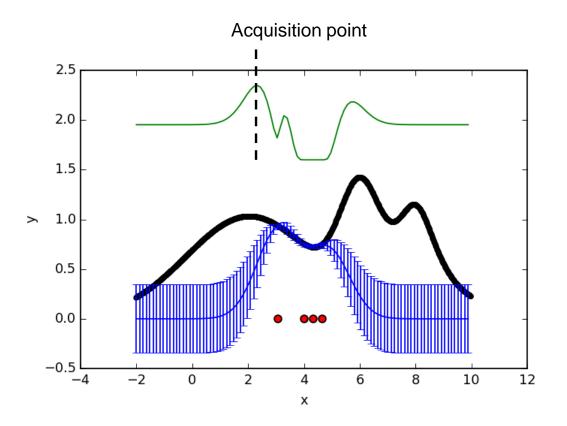




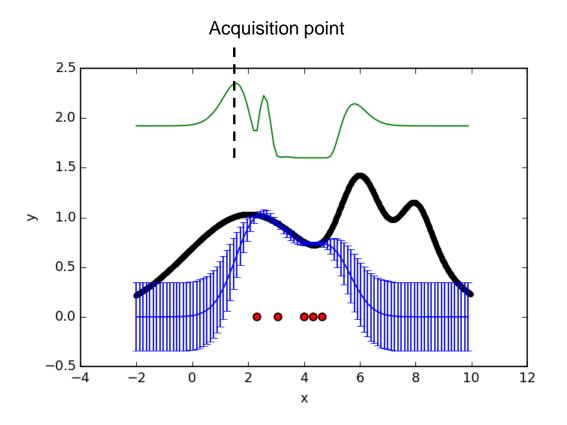




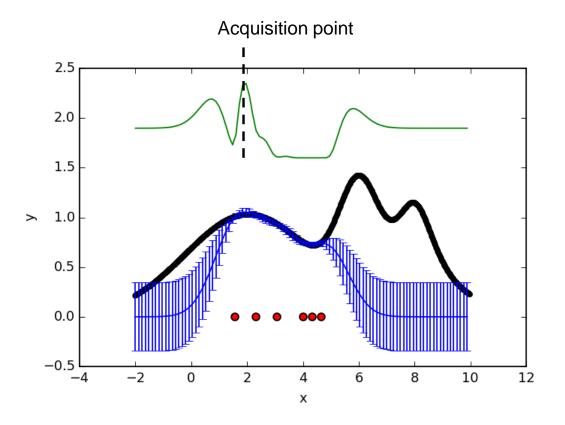


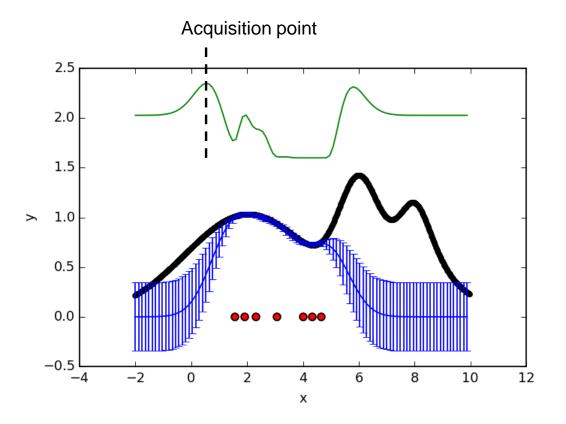


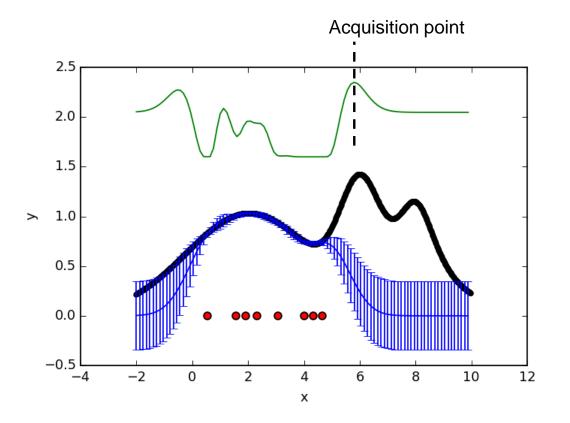
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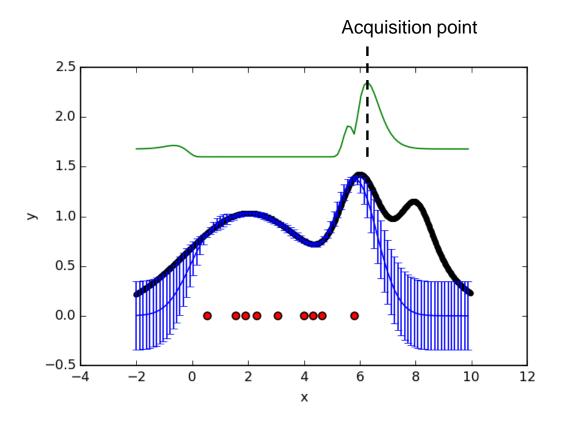
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Acquisition point 2.5 2.0 1.5  $\geq$ 1.0 0.5 0.0 \_0.5∟ \_4 -2 2 6 10 12 0 4 8 х

• We use the following covariance function:

$$K(x_1, x_2) = \theta e^{-(x_1 - x_2)^{\mathsf{T}} \Lambda^{-1}(x_1 - x_2)}$$

 The hyperparameters θ and Λ are calculated from historical data, e.g. historical deviation of a certain quad's settings.

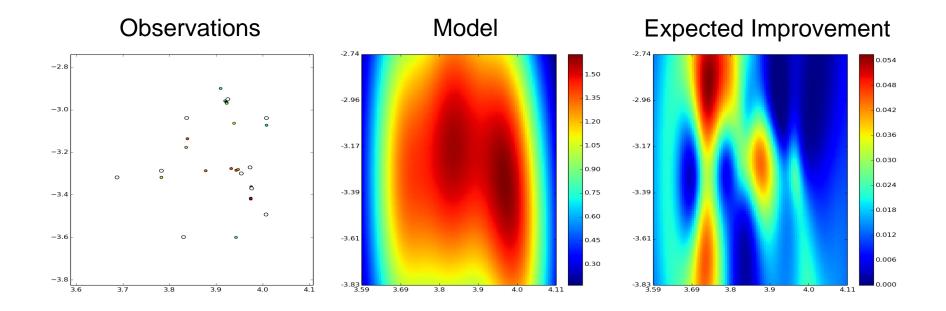
 Via the Ocelot GUI (right), arbitrary sets of quads can be selected and optimized.

PVs	Saved Value	Current Value	Active				Penalt
	nan	nan					
QUAD:1TU1:64	82.2859	82.2859		2.8			
QUAD LTU1:66	-80.98872	-80.98872	D	18 2.6 IS			44. 1
QUAD:LTU1:68	56.7296	56.7296		H 2.4		ľ	MANNY
QUAD:LI26:20	3.7218			2.2 5			
QUAD LI26:30	-7.25247			124	1.01		
QUAD:1126:40	11.28818		<b>2</b>	2.4 2.4 2.4 2.2 2.1 1.6 1.6 1.4 1.6 1.4 1.4 1.4 1.4 1.4 1.4 1.4 1.4 1.4 1.4			
QUAD:LI26:50	-0.57638			13051	100		
QUAD:LI26:60	14.3325467177						
OUAD:1126:70	-15,7550937713	14.102953497		1	² L		
1 QUAD:LI26:80	14.3294725339						
2 QUAD:L126:95	-9.4132188606	9.54783385464		1			
	-0.27567	-0.27567			OUADILIZEIZUI	вств	
4 QUAD:LI21:25	-0.98321				2 QUAD:LI26:301		
	-0.70122			-	-QUAD:LI26:501		ſ
6 QUAD:L124:86	0.03331			Star	QUAD:LIZE:701	BCPRL	1
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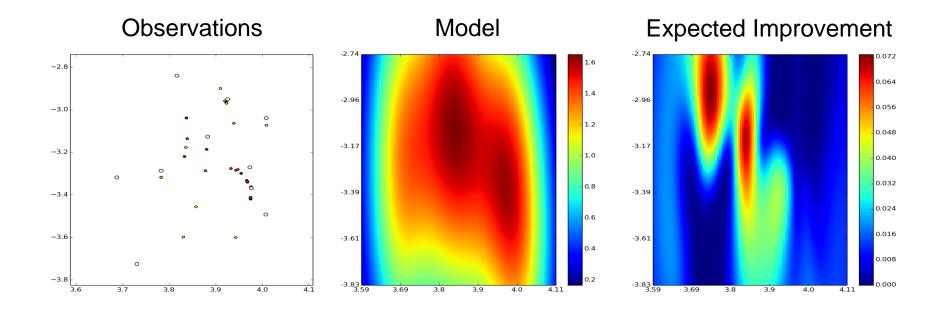
#### **Analysis**

• The GP's full model can be observed for analysis and debugging, along with the acquisition function:



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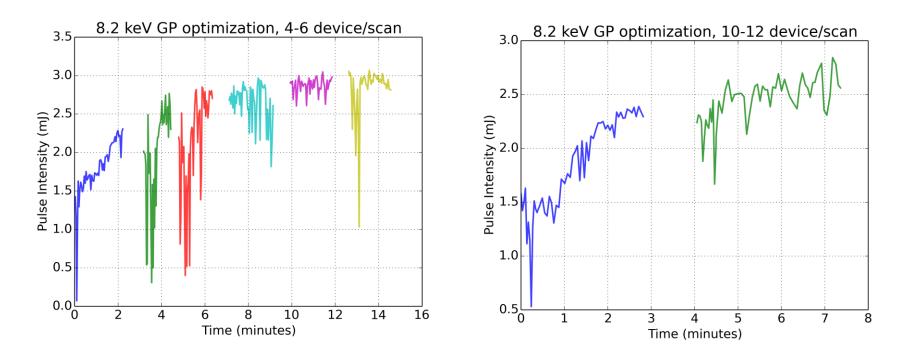
• The GP's full model can be observed for analysis and debugging, along with the acquisition function:



### Results

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 Early results are promising, and the optimizer can perform well optimizing 12 quads at once:



Man vs. Machine tests pending...

## **Future Work**

• We are not incorporating any physics into the optimizer!

- We want to use physical models and our knowledge about the system to augment the optimization procedure.
- One possibility is marginalizing over hidden variables:

$$P(y|x, X, Y) = \int P(y|x, X, Y, z)P(z|X, Y)dz$$

We could also work directly with physical parameters,
e.g. α and β, which describe the shape of the beam.